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AMENDMENTS TO THE CLAIMS

APR 10 2008

LISTING OF CLAIMS

Claim 1 (currently amended): A game card for playing a game of chance, said game card comprising: a matrix of five rows and five columns defining twenty five grid squares adapted for playing the game of ~~binge~~; a bingo, the matrix consisting of a grid known as a bingo card.

Claim 2 (currently amended): A method for gaming, the steps including: receiving a wager to enable the gaming device, enabling a primary display, displaying randomly selected first indicia within the row-and-column [[RXC]] matrix, displaying randomly generated second indicia to be compared to said first indicia the pre-assignment of multiplier values to each position ~~or "spot"~~ within the row-and-column [[RXC]] matrix, and leading to a bonus multiplier event, wherein when said randomly generated second indicia match any of the first indicia in any positions on said [[RXC]] matrix, the matching position values are multiplied and totaled, resulting in a bonus multiplier total, said ~~total (bonus multiplier total)~~ bonus multiplier total is applied in a second comparison to a predefined corresponding payable or award card of winning bonus multiplier total amounts, and ~~the awarding credits~~ credits are awarded if a winning outcome is attained.

Claim 3 (currently amended): The method of claim 2 including assigning of bonus multiplier values to each spot within the row-and-column [[RXC]] matrix.

Claim 4 (original): The method of claim 2 including correlating bonus multiplier totals to a preassigned award to be used in said awarding of credits.

Claim 5 (currently amended): The ~~method~~ device of claim 1 including configuring said randomly numbered grid as a ~~5-times-5~~ 5 by 5 matrix.

Claim 6 (currently amended): The method of claim 5 including not assigning the center position of said matrix as a random number [[but]] while always considering it to be a matching position.

Claim 7 (original): The method of claim 5 including the center position of said matrix is assigned a numbered position.

Claim 8 (currently amended): The method of claim 5 including preassigning the center position of said matrix a random multiplier bonus adjustment value to be used in said awarding of credits~~[[.]]~~ wherein

A. the multiplier value remains fixed~~[[.]]~~ and

B. the multiplier value changes through an external stimuli.

Claim 9 (original): The method of claim 2 including awarding of credits by a plurality of levels of progressive awards, wherein each award level is dependent on the success of a plurality of players simultaneously.

Claim 10 (currently amended): The ~~device~~ method of claim 2 wherein said second indicia are embodied as bingo balls.

Claim 11 (currently amended): The method of claim 2, further including assigning a multiplier value to each individual column starting with the "B" row and ending with the "O" row, where each lettered grid square may contain a selected multiplier that would result in a winning~~[[.]]~~ wherein

A. the multiplier value remains fixed~~[[.]]~~ and

B. the multiplier value changes through an external stimuli.

NOTE: All changed to the claims are also marked in the CLAIMS section of the substitute specification.